

Keep your  
enemies close  
and your  
snemones closer.

Sure Oscar, you talk big, but now  
it's time to take it to the streets  
and prove you rule Reef City.  
Flex those fins, bust a move  
and get ready for a kickin'  
hip-hop adventure.

# DREAMWORKS Shark Tale



Get those fins in the air! Master  
challenging dance sequences to prove  
you're the coolest fish in the reef.

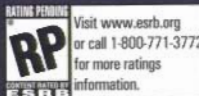


Explore the urban, underwater  
metropolis of Reef City. Visit areas  
you won't see in the movie.



Faunt your reputation as you fight the  
fearsome Great Whites with a wide  
variety of moves and special attacks!

Show 'em what you're worth in DreamWorks' *Shark Tale*.  
Coming to a game system near you Fall 2004.



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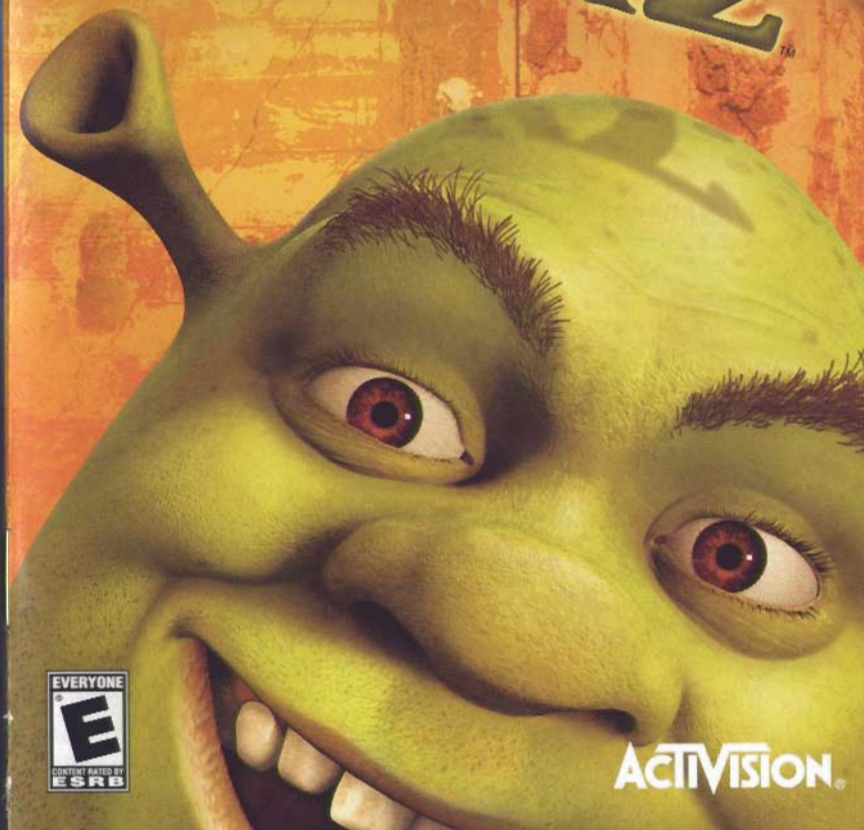
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XBOX

<http://www.replacementdocs.com>

# SHIREK 2



ACTIVISION

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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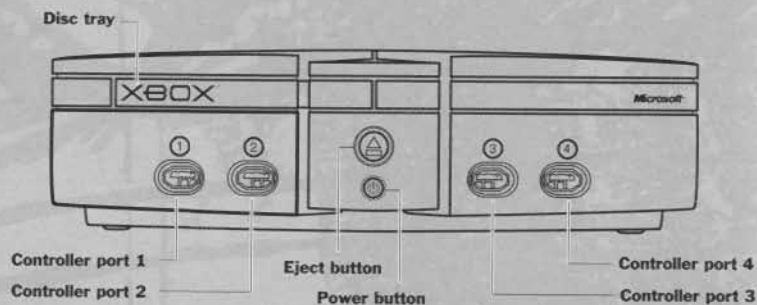
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# Getting Started

## Using the Xbox® Video Game System

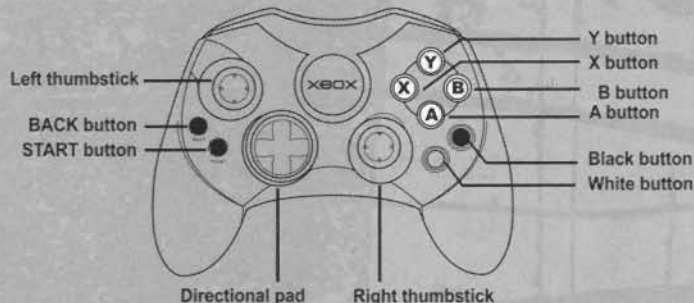
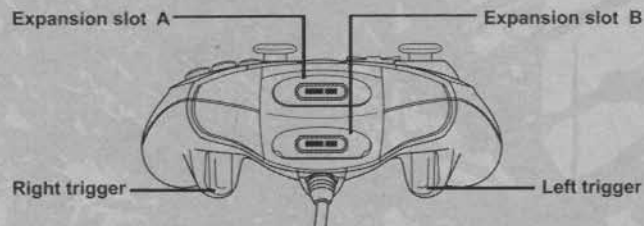


1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the Power button and the status indicator light will light up.
3. Press the Eject button and the disc tray will open.
4. Place the *Shrek 2™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Shrek 2™*.

## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.



## Using the Xbox® Controller

1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Shrek 2™*.



## Game Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack
<b>Y button</b>	Activate special ability
<b>B button</b>	Action button
<b>right trigger</b>	Pull trigger to select next character
<b>left trigger</b>	Pull trigger to select previous character
<b>START</b>	Access the Pause menu (in game)
<b>BACK</b>	Access HUD elements (in game)

## Character Controls

### Shrek® Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack
<b>A, X button</b>	Jump attack (stuns enemies)
<b>Y button</b>	Stand next to a liftable object and tap the <b>Y</b> button to activate ogre lifting. Shrek can also pick up enemies.
Drop an object	While ogre lifting, press the <b>Y</b> button to drop the lifted object in front of Shrek
Throwing an object	While ogre lifting, hold down the <b>X</b> button to bring up the targeting reticle and use the left thumbstick to move it to the desired location. Release the button to have Shrek throw the object at the targeted location.
<b>B button</b>	Action button

### Princess Fiona™ Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack
<b>A, X button</b>	Jump attack
<b>Y button</b>	Press the <b>Y</b> button to activate slow time (needs ammo to activate)
<b>B button</b>	Action button

### Donkey Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack—Tap 3 times to do a simple 3-hit combo
<b>A, X button</b>	Jump attack (stuns enemies)
<b>Y button</b>	Press the <b>Y</b> button to activate the burro blast
<b>B button</b>	Action button

### Gingerbread Man Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack
<b>A, X button</b>	Perform a ranged attack to hit multiple enemies
Press the <b>Y</b> button	Throw a cookie straight ahead
Hold <b>Y</b> button	Bring up the targeting reticle—use the left thumbstick to move the reticle to the desired location. Release the <b>Y</b> button to throw a cookie at the targeted location (needs ammo to activate).
<b>B button</b>	Action button



## Big Bad Wolf Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack
<b>A, X button</b>	Jump attack
<b>Y + left thumbstick</b>	Press to activate huff 'n puff and use the left thumbstick to aim special breath
<b>B button</b>	Action button

## Lil' Red Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Melee attack when the enemy is close. Ranged attack when the enemy is far.
<b>A, X button</b>	Jump attack
<b>Y button</b>	Press and hold the Y button to bring up the targeting reticle. Use the left thumbstick to move the reticle to the desired location. Release the Y button to throw a rotten apple at the targeted location (needs ammo to activate).
<b>B button</b>	Action button



## Puss in Boots™ Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Attack—press 3 times to do a simple 3-hit combo
<b>A, X button</b>	Jump attack
<b>Y button</b>	Press on targetable ropes and vines to activate the tightrope walking ability
<b>B button</b>	Action button

## Fairy Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
<b>A button</b>	Jump
<b>X button</b>	Ranged attack
<b>A, X button</b>	Jump attack
<b>Y button</b>	Press to activate the float special
<b>Hold Y button</b>	Brings up the targeting reticle— use the left thumbstick to move the reticle to the desired location. Release the Y button to fire the float special at the targeted location.
<b>B button</b>	Action button

## Dragon Controls

<b>left thumbstick</b>	Control character
<b>directional pad</b>	Control character
↓ (left thumbstick or directional pad)	Dive
↑ (left thumbstick or directional pad)	Climb

*Note: Flight controls can be inverted in the Options screen.*



## Menu Controls

- left thumbstick** ..... Navigate menu
- directional pad** ..... Navigate menu
- A button** ..... Press button to accept
- B button** ..... Press button to go back to previous screen
- START** ..... Access Pause menu (in game)
- BACK** ..... Access HUD elements (in game)

## Camera Controls

A camera icon appears on the lower right corner of the screen to let you know the camera is free to control. There are 4 camera states:

- Locked—No user control
- Total control—You can zoom and rotate the camera
- Zoom only—You can only zoom the camera in and out
- Rotation—You can only rotate the camera

Manipulate the camera by using the right thumbstick in the following ways:

- Zoom: Move the thumbstick up to zoom in or down to zoom out.
- Rotation: Move right or left on the thumbstick to make the camera rotate.

*Note: Camera rotation can be inverted in the Options screen.*



## The Story

In the beautiful, all-too-perfect fairy tale land of Far Far Away, the King and Queen have received word that their long-lost daughter Princess Fiona™ has finally found her happily ever after. Delighted that their daughter has been freed from her ogreish curse, King Harold and Queen Lillian decide to throw a grand royal ball for Princess Fiona and her new prince charming.

Messengers are sent far and wide to find the royal couple and invite them home for the ball. Little do they realize, of course, that Princess Fiona's new husband is none other than the ugly ogre Shrek®, and that Princess Fiona has found "love's true form" as an ogress. She and Shrek are living blissfully in their own Ugly Ever After.

Once they receive word, Shrek thinks going home is a "really bad idea" and isn't too happy about facing the parents—and castle guards—who locked his wife in a dragon's tower. But Princess Fiona (along with Donkey) convince Shrek it will be a good time, and together they depart for the far-out land of Far Far Away. And so, our twisted fairy tale adventure begins....

## Main Menu

When you first start up *Shrek 2*™, you'll have 3 choices on the Main menu (title screen):

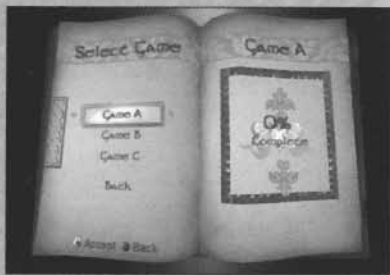
- **New Game:** Select to start a game from the beginning
- **Load Game:** Select to choose a game saved on your Xbox Hard Disk
- **Options:** Select to modify some of the characteristics of gameplay





## New Game

When you select **New Game** from the Main menu, choose a game file you want to save on, then press the **A** button to continue and start a new game.



## Load Game

When you select **Load Game** from the Main menu, choose the game file you want to load and press the **A** button to continue.

## Options

Select Options from the Main menu to modify the following settings:

- Controls: Modify controller settings and review controller layout
- Sound: Modify sound, music and voice volume
- Display: Modify subtitles
- Credits: View credits



## Character Info

As you progress through the game, you'll need to use certain characters' special abilities to continue through the levels. Press the **Y** button to use special abilities. Some characters' special abilities have limited use and can only be recharged by picking up a certain item. Most objects that require a special ability for activation have the special button icon floating over them. This icon only appears when the correct character is selected and standing close to the object.



### Shrek

Shrek is a big, green, ugly, smelly ogre. He enjoyed life alone in his swamp until he found the love of his life: Princess Fiona.

*Fighting style:* Various punches and wrestling moves.

*Special:* Ogre lifting. He can lift, carry, place and throw heavy items (and creatures). (Unlimited special ability.)

*Game tip:* If an enemy is dizzy, use Shrek's ogre lifting ability to pick the enemy up, then throw the creature at nearby enemies.



### Puss in Boots

He has steely eyes, swashbuckling finesse and really expensive Corinthian footwear.

*Fighting style:* Sword fighting.

*Special:* Tightrope walking. A move that can be used to cross ropes and chains and gain access to areas others can't get to. (Unlimited special ability.)

*Game tip:* Start combat with his jump attack.





### Princess Fiona

Princess Fiona is not your typical damsel in distress. She's smart, tough and has been known to drop kick a band of outlaws.

*Fighting style:* Various karate moves.

*Special:* Slow time. Princess Fiona's ability slows down party members, but it slows down everyone and everything else a lot more. This is a limited special ability. To gain more uses, pick up the hourglass.

*Game tip:* Use Princess Fiona's slow time to escape harm when close to death.



### Donkey

Donkey's got a mouth that just won't quit as well as the heart of a noble steed.

*Fighting style:* Donkey power.

*Special:* Donkey's special is the burro blast kick that can knock down creatures and break specific objects. Most objects that can be affected by Donkey's special will have a horseshoe symbol on them.

*Game tip:* Use Donkey's burro blast on stunned enemies to get rid of them quickly.



### Gingerbread Man

Ninja hero and friend.

*Fighting style:* Ninja Candy Cane.

*Special:* Cookie toss—used to attract enemies. This is a limited special ability. To gain more uses, pick up a cookie.

*Game tip:* Throw a cookie to lure enemies into traps.



### Lil' Red

Champion softball pitcher with a "can do" attitude.

*Fighting style:* Kicks, punches and apple toss.

*Special:* Rotten apple bomb—when detonated causes an area of affect attack that damages nearby enemies for 20 points. Lil' Red can either let her rotten apple's timer run out on its own, or by pressing the **Y** button again, she can detonate it immediately. This is a limited special ability. To gain more uses, pick up a rotten apple.

*Game tip:* Lil' Red can toss apples from long range or attack with kicks and punches when in close combat.



### Big Bad Wolf

Don't let the outfit fool you. He's big, he's bad and he'll blow you away. Better watch out, Grandma.

*Fighting style:* Claw swipes and bites.

*Special:* Huff 'N Puff. This move can be used on enemies, objects and fire. It blasts enemies away from Wolf and damages them. (Unlimited special ability.)

*Game tip:* Use his Huff 'N Puff special to push enemies off ledges.



### Fairy

One tough lady who proves that size doesn't matter.

*Fighting style:* Fairy magic.

*Special:* Fairy dust. It can be sprinkled on friends and enemies alike. When used on friends, fairy dust gives them the ability to fly for a limited amount of time. (Remember: The heavier a person is, the shorter the flight will last.) If used on an enemy, fairy dust floats them up in the air but leaves them prone to attacks until it wears off. (Unlimited special ability.)

*Game tip:* Float enemies and then have a teammate hit them in the air.



## The Storybook

The Storybook is the hub or shell of the game. In it you can access new levels called chapters, view the scrapbook, change game options, enter the bonus section and view images from *Shrek 2™* the movie.



**Chapter Select**—Enter this sub-menu to access the different chapters (levels) in the game and obtain valuable game information. All chapters begin with a magic mirror introduction.

**Scrapbook**—Visit the scrapbook to view all the snapshots collected so far.

**Save Game**—Enter this sub-menu to save your current progress.

**Bonus**—When enough snapshots are earned, this sub-menu will open up. By earning more and more snapshots, more bonus games will be available. When all the snapshots are collected, you can access the Movie Stills sub-menu and see images from *Shrek 2™* the movie.

**Quit Game**—This allows you to quit the game.

## Snapshots

Every time you complete a specific goal, a picture, or "snapshot," is taken to help remember that moment in your game. There's a total of 70 snapshots in the game. If you collect enough snapshots, you can open up to 5 bonus levels. Collecting all the snapshots helps you get 100% completion for bonus material concerning the new *Shrek 2™* movie!

Snapshots can be viewed by visiting the scrapbook in the storybook, or during gameplay by accessing the Pause menu.

When you have fulfilled the requirements of a snapshot, the screen flashes white while the picture's taken and your snapshot icon will change to show your current snapshot count.

*Game tip:* Most levels have 7 snapshots to collect. The requirements for earning a snapshot vary, such as defeating specific monsters, collecting objects like magic beans or reaching a specific point like the gingerbread house in chapter 2.



## Party Upgrades

Crazy Larry's Leprechaun Shop is open for business.

In his humble shop you can find party upgrades for sale. These upgrades affect your party's attack power, health or health regeneration abilities. All these lovely items will cost you some pretty gold coins.

It's rumored that Crazy Larry's Leprechaun Shop is only available in certain levels or hidden in secret places.

*Game tip:* You should buy at least 2 upgrades for your party before you venture into later levels. To earn extra coins, either play the bonus games or replay levels as often as you like.



## Collectibles, Power-Ups and Objects

Along your adventure you'll encounter the following items:



**Gold Coins**—Use gold coins to buy party upgrades or to pay tolls.



**Magic Beans**—Collecting 12 of these will give you a snapshot.



**Half Health**—This replenishes your party's health by 50%.



**Full Health**—This replenishes your party's health by 100%.



**Defense Power-Up**—This temporarily makes your team invulnerable to all enemy attacks.



**Attack Power-Up**—This temporarily increases your party's attack damage.



**Frog Power-Up**—This temporarily turns nearby enemies into 1-hit point frogs.



**Shrek Platform**—A box Shrek can pick up and carry.



**Shrek Gear**—A gear Shrek can carry and place into machinery.



**TNT Barrel**—An explosive barrel that damages enemies and objects.



**Teeter Totter**—Use 2 characters to reach great heights.

## Playing the Game

### The Buddy System

During gameplay, there will always be 4 characters on-screen except during Hero Time™. You control 1 of the 4 characters in single player games. The computer controls the other 3. You can switch at any time to control a different character and use their abilities (except during Hero Time™). As you play, if another character joins the party, a character will leave the group to keep the total to 4.

### Hero Time™

Hero Time™ is a special mission where only 1 of the 4 characters plays a section of the level. Since some characters are better suited for specific tasks, Hero Time™ allows each character to show off their talents and assist the party through the level.

### Multiplayer Mode

Shrek 2™ can have up to 4 players. Each character is marked by a colored selection circle that surrounds the character. Player 1's color is yellow, player 2's color is red, player 3's color is blue and player 4's color is green. When more than 1, but fewer than 4 players are playing, you can switch between your character and the character(s) that's being controlled by the computer. The game automatically detects



installed controllers, so additional players can join a game in progress by inserting a controller and pressing the **START** button or leave a game by removing a controller. If another player joins your game, the selected character becomes controlled by the new player. If a player leaves the game, the computer takes over the vacated character. Players can leave a game by pausing, selecting **Options**, then selecting **Choose Players**.

## HUD Display



1. **Character portraits**—Character portraits are at the bottom of the screen. Below their pictures are red health meters. As a character takes damage, the line moves to the left. Some characters have an ammo slot on the top right to show how much ammo is left for that character's special.
2. **Collectible display**—All the collectibles in the level are displayed in the upper right corner when collected or when you're pressing the **BACK** button.
3. **Camera icon**—In the lower right corner the camera icon shows you the camera status.
4. **Boss meter**—During boss battles, their health meter appears in the upper left corner of the screen.

## In-game Pause Menu

To access vital information and options during gameplay, press the **START** button to bring up the Pause menu with the following options:

- **Character Info**—Access this sub-menu to gain valuable information on your character.
- **Upgrades**—Access this sub-menu to find information on upgrades and learn which ones are affecting your party.
- **Scrapbook**—Look at the snapshots for the level. To see the snapshots for other levels, go to the Storybook and enter the Scrapbook sub-menu.
- **Save Game**—Save your progress.
- **Options**—Change settings on vital gameplay components.
- **Exit Level**—Exit the current level and return to the Storybook.
- **Return to Game**—Return back to gameplay.
- **Snapshot Information**—On the right page you'll find information about the level's snapshots.

## Saving and Loading

This game is equipped with an auto save feature that keeps track of the number of coins, magic beans and snapshots collected. Auto save is triggered at every checkpoint and is also triggered at snapshots.



Auto save also keeps track of levels completed and mini-games completed in levels 3 and 6. Once enough mini-games are completed in those levels, auto save will open up the next level automatically.

## Loading

You can load a previous saved game only at the Main menu (title screen).



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Juan Valdes  
Larry Goldberg  
Ken Fox  
Ben DeGuzman  
Nick Falzon  
Brian Pass  
Jay Gordon  
Kelly Byrd  
Robert Berger  
Flora Lew  
Anne Leuschen  
Jeremy Grapner  
Jenny Stornetta  
Jennifer Daniels  
John Moore  
Haley Falzon  
Melissa Huddleston  
Andrea Frechette



## BRAIN ZOO STUDIOS

### Creative Director

Ali Davoudian

### Animation Director

Mohammed Davoudian

### Producer

Karen Dixon

### Animation Artists

Josh Book  
Dave Bondi  
Mark Levin  
Chris Neuhahn  
Hyon Kim  
Daniel Herrera  
David Hickey

## SCRIPTWRITING SERVICES

### BLINDLIGHT

#### Blindlight Writing Producers

Michael F.X. Daley  
Andrew Helm

## Blindlight Writers

Andy Black  
Nathan Davidson  
Anna K. Latta  
Jennifer Lloyd  
John Schwab  
Juliet Walker  
Monica Zepeda

### Additional Script Writing

David Freeman

## MUSIC

Kevin Manthei  
Kevin Riepl  
kmmproductions.com

### Devil Went Down To Georgia

Written by Charlie Daniels,  
William Digregorio, John  
Crain, Fred Edwards, Charles  
Hayward, James Marshall  
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### Additional Music

Rob Berry  
kmmproductions.com

## VOICEOVERS

Michael Gough	Shrek, King Harold, Knight, Peasant
Mark Moseley	Donkey, Bartender
Mel Fair	Magic Mirror
Andre Sagluzzo	Puss in Boots, Troll, Treants, Papa Bear, Mr. Hood
James Arnold Taylor	Gingerbread Man, Prince Charming, Wolf, Dwarf, Leprechaun
Tara Strong	Lil' Red, Fairy
Claudia Christian	Fairy Godmother, Female Citizen
Holly Fields	Princess Fiona, Female Citizen
Vanessa Marshall	Wicked Witch, Cinderella, Grandma
Chris Knights	Three Blind Mice
Cody Cameron	Three Little Pigs
Aron Warner	Big Bad Wolf



## SOUND

### Casting and Voice Direction

Margaret Tang  
Womb Music

### Recording/Engineering/Editing/Voiceover Effects Design

Rik W. Schaffer  
Womb Music

### Sound Effects Created by

### EXTREME AUDIO DESIGN

### Sound Supervision and Design

Paul Menichini, M.P.S.E.  
Tim Gedemer, M.P.S.E.

### Sound Design Team

Ann Scibelli, M.P.S.E.  
Roland Thai, M.P.S.E.  
Michael Kamper, M.P.S.E.  
Mark Allen, M.P.S.E.  
Tim Walston, M.P.S.E.  
Bryan Jerden

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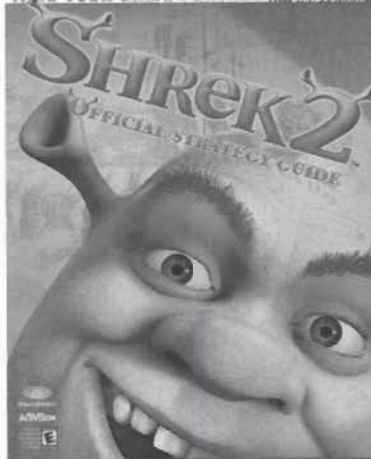
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